

## IN THE CLAIMS

Please amend the claims as follows:

1. (Currently amended) A method for arbitrating between a first communication device having floor control in a group communication network and a second communication device competing for floor control, the method comprising:

receiving a floor-control request from the second communication device;

comparing respective priority levels of the first communication device and the second communication device;

granting floor control to the second communication device if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[.]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

2. (Original) The method of claim 1, wherein the receiving includes receiving the request from a push-to-talk (PTT) device.

3. (Canceled)

4. (Original) The method of claim 1, further including:  
interrupting the first communication device after said granting floor control to the second communication device.

5. (Original) The method of claim 1, further including:  
informing participating communication devices in the network that the second communication device has the floor control.

6. (Original) The method of claim 1, wherein if the second communication device has a lower priority level, informing the second communication device that it has been denied floor control.

7. (Currently amended) A method for arbitrating between a first communication device and a second communication device competing for floor control in a group communication network, the method comprising:

receiving a first floor-control request from the first communication device;  
placing the first communication device in a wake-up state;  
receiving a second floor-control request from the second communication device;  
comparing respective priority levels of the first communication device and the second communication device;  
placing the second communication device in the wake-up state if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[[.]]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

8. (Original) The method of claim 7, wherein the receiving includes receiving the request from a push-to-talk (PTT) device.

9. (Canceled)

10. (Original) The method of claim 7, further including:  
bringing the first communication device out of the wake-up state after said granting floor control to the second communication device.

11. (Original) The method of claim 7, further including:  
informing participating communication devices in the network that the second communication device has been placed in the wake-up state.

12. (Original) The method of claim 7, wherein if the second communication device has a lower priority level, informing the second communication device that it has been denied floor control.

13. (Currently amended) A computer-readable medium embodying a method for arbitrating between a first communication device having floor control in a group communication network and a second communication device competing for floor control, the method comprising:

- receiving a floor-control request from the second communication device;
- comparing respective priority levels of the first communication device and the second communication device;
- granting floor control to the second communication device if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[.]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

14. (Currently amended) A computer-readable medium embodying a method for arbitrating between a first communication device and a second communication device competing for floor control in a group communication network, the method comprising:

- receiving a first floor-control request from the first communication device;
- placing the first communication device in a wake-up state;
- receiving a second floor-control request from the second communication device;
- comparing respective priority levels of the first communication device and the second communication device;
- placing the second communication device in the wake-up state if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[.]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP)

server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

15. (Currently amended) An apparatus for arbitrating between a first communication device having floor control in a group communication network and a second communication device competing for floor control, comprising:

means for receiving a floor-control request from the second communication device;

means for comparing respective priority levels of the first communication device and the second communication device;

means for granting floor control to the second communication device if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[[]]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

16. (Currently amended) An apparatus for arbitrating between a first communication device and a second communication device competing for floor control in a group communication network, comprising:

means for receiving a first floor-control request from the first communication device;

means for placing the first communication device in a wake-up state;

means for receiving a second floor-control request from the second communication device;

means for comparing respective priority levels of the first communication device and the second communication device;

means for placing the second communication device in the wake-up state if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[[]]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

17. (Currently amended) An apparatus for arbitrating between a first communication device having floor control in a group communication network and a second communication device competing for floor control, comprising:

- a receiver to receive information over the network;
- a transmitter to transmit information over the network; and
- a processor communicatively coupled to the receiver and the transmitter, the processor being capable of:
  - receiving a floor-control request from the second communication device;
  - comparing respective priority levels of the first communication device and the second communication device;
  - granting floor control to the second communication device if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[.])and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

18. (Currently amended) An apparatus for arbitrating between a first communication device and a second communication device competing for floor control in a group communication network, comprising:

- a receiver to receive information over the network;
- a transmitter to transmit information over the network; and
- a processor communicatively coupled to the receiver and the transmitter, the processor being capable of:
  - receiving a first floor-control request from the first communication device;
  - placing the first communication device in a wake-up state;
  - receiving a second floor-control request from the second communication device;
  - comparing respective priority levels of the first communication device and the second communication device;

placing the second communication device in the wake-up state if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[.]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

19. (Currently amended) A method for arbitrating between a first communication device having floor control in a group communication network and a second communication device competing for floor control, the method comprising:

receiving a floor-control request from the second communication device;

comparing respective priority levels of the first communication device and the second communication device using a push-to-talk (PTT) arbitration algorithm for resolving arbitration conflicts;

granting floor control to the second communication device if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[.]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

20. (Canceled).

21. (Currently amended) A method for arbitrating between a first communication device and a second communication device competing for floor control in a group communication network, the method comprising:

receiving a first floor-control request from the first communication device operating in a first state;

placing the first communication device in a second state;

receiving a second floor-control request from the second communication device operating in a first state;

comparing respective priority levels of the first communication device and the second communication device;

placing the second communication device in a second state if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[.]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

22. (Currently amended) A computer-readable medium embodying a method for arbitrating between a first communication device and a second communication device competing for floor control in a group communication network, the method comprising:

receiving a first floor-control request from the first communication device operating in a first state;

placing the first communication device in a second state;

receiving a second floor-control request from the second communication device operating in a first state;

comparing respective priority levels of the first communication device and the second communication device;

placing the second communication device in a second state if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[.]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.

23. (Currently amended) An apparatus for arbitrating between a first communication device and a second communication device competing for floor control in a group communication network, the method comprising:

means for receiving a first floor-control request from the first communication device operating in a first state;

means for placing the first communication device in a second state;

means for receiving a second floor-control request from the second communication device operating in a first state;

means for comparing respective priority levels of the first communication device and the second communication device;

means for placing the second communication device in a second state if the second communication device has a higher or equal priority level and wherein the priority levels are dynamically assigned[[.]]and a priority assigned to a particular communication device is a fixed value defined in a database maintained by a session initiation protocol (SIP) server and an arbitration algorithm is used to arbitrate conflicts and this algorithm can be individually configured on a per net basis.